A

ZOMBIE PLAGUE

Expansion

MILITARY CANISTERS

By Rob Robinson & Banjo

INTRODUCTION:
This expansion introduces Canisters into Zombie Plague. "Misplaced" by the military, these mysterious objects may prove to be the source of the plague... or they may just bring further complications to it!

SETUP:
Divide the 12 Canister tokens equally between the Human Players and Zombie Player(s). Choose who will place the first Canister by highest D6 roll, or whatever method you prefer. Players then alternate placing one Canister Token each, until all the Canister Tokens have been placed on the board.

A Canister Token may be placed on any empty square of the map board, but not in a square occupied by any obstacles (e.g. vehicles or furniture).

MOVING CANISTERS:
Canisters may be moved at a cost of 1AP per square, the Zombie/Human moving the Canister then moves into the empty space the Canister occupied. Canisters may be pulled in reverse by Humans (but not by Zombies) for the usual AP cost.

Canisters may not be moved into a space containing another Zombie, Human, Item, or any other obstacle (i.e. only valid movement squares). If two or more canisters are adjacent, simultaneous pushes are not allowed.

ATTACKING CANISTERS:
An attack may be attempted by any means possible (including unarmed combat). Any successful Head Shot or Body Shot is classed as a hit. In the case of Zombies, they just need to roll any double to hit.

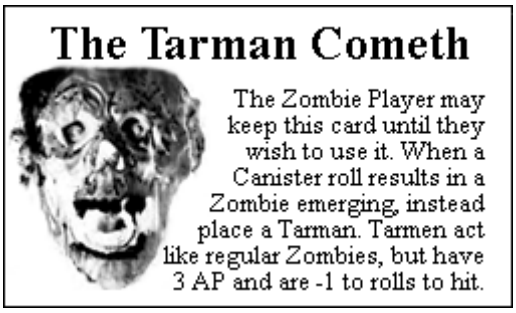
A successful attack on a Canister is resolved with 1D6. Consult the table below:

1-2	CLUNK! Nothing happens. The Canister remains in play.
3	HISSS! Toxic Gas released! Any Humans in the surrounding 8 squares are immediately Zombified!
4	BRAIIIINS! A Zombie spills out of the Canister. Place it in an unoccupied adjacent square (or central square, if none available). This extra Zombie does not count towards the maximum number of Zombies.
5-6	KABOOM!!! Canister explodes; any Zombies or Human in the surrounding 8 squares are immediately removed from play.

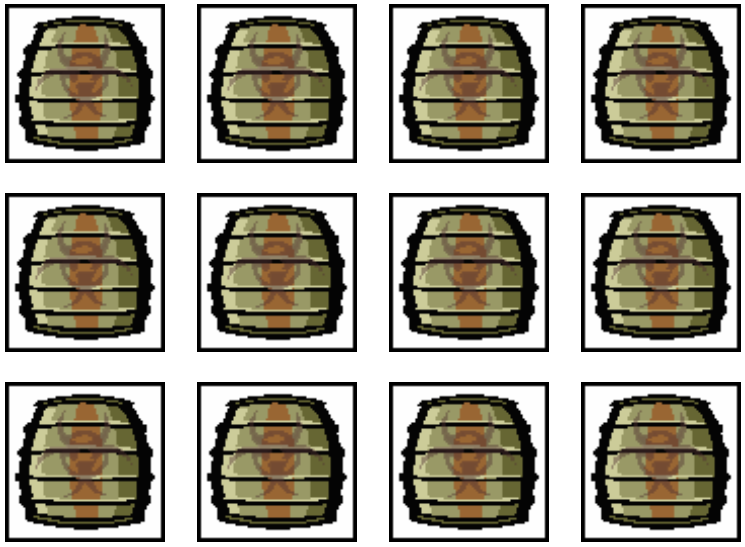
Remove any Canisters from play after explosion or toxic gas/Zombie release.

CANISTER DETINATION DOMINO EFFECT:
If one or more Canisters are within the blast radius (i.e. 8 squares) when one explodes, roll again for each one to see if it opens, explodes, etc. If one of these does explode, continue to roll for any more Canisters within its blast radius as well. However, only one roll should be made per Canister, per attack (even if it comes into 'range' more than once).

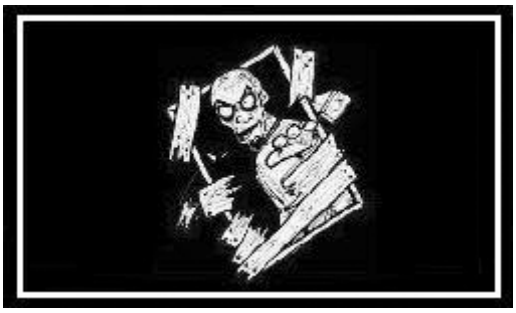
USE WITH 'BEAT EM OR BURN EM' EXPANSION (available separately):
Canisters are considered to be highly flammable, and will cover a blast area of 9 squares with Fire Tokens (use Molotov Blast Template) if they explode.


The Tarman Cometh
The Zombie Player may keep this card until they wish to use it. When a Canister roll results in a Zombie emerging, instead place a Tarman. Tarmen act like regular Zombies, but have 3 AP and are -1 to rolls to hit.

Tarman Pawns



Canister Tokens



PRINTING TIP:

Print this page on the reverse of the proceeding one, or sandwich a piece of thin card between both to give the new 'The Tarman Cometh' card a back and a front.

CREDITS

Rob Robinson
'Military Canister' concept/rules and Canister Tokens.
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Banjo
'Military Canisters' PDF conversion, Canister Tokens, 'The Tarman Cometh' card/concept & Tarman Pawns.
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John Russo, Rudolph Ricci, Russ Streiner & Dan O'Bannon
Original Tarman/Trioxin Canister concept, as seen in 'Return of the Living Dead' (1984).

Brian S. Roe & Skott Kilander
Original 'Zombie Plague' design.
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